The Duel

TEST DRIVE II™

The Manual for Apple IIGS

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The Duel

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HOW TO LOAD *THE DUEL*

1 Connect your joystick if you have one.

2 Insert *The Duel: Test Drive II* into the drive, label side up.

3 Turn on your computer. The game will load, and after the initial title and credit screens appear, the game automatically goes into its demonstration run — a preliminary peek at driving nirvana. Watch the action. Enjoy the scenery. Let your jaw fall agape. (Also a good time to don goggles and scarf.)

4 Press the **fire button** or **Return** whenever you want to exit the demo. You're whisked to the first Selection screen to set up your race.

Joystick?

When you first boot up the game, it's in keyboard mode. To switch it to joystick, hold down the **Ctrl** key and press **J**. A tic-tac-toe type diagram appears. Use your joystick to move the solid square to all nine positions — be sure the square is in the center position when the joystick is in its center position — then press the **fire button** and you're all set.

Or Keypad?

You can use either the joystick or numeric keypad to control your cars (see *HOW TO DRIVE YOUR CAR*, page 5, for more details). To switch the game control to the keyboard, hold down **Ctrl** and press **K**. The message "KEYBOARD ON" will flash on the bottom of the screen.

HOW TO SET UP A RACE

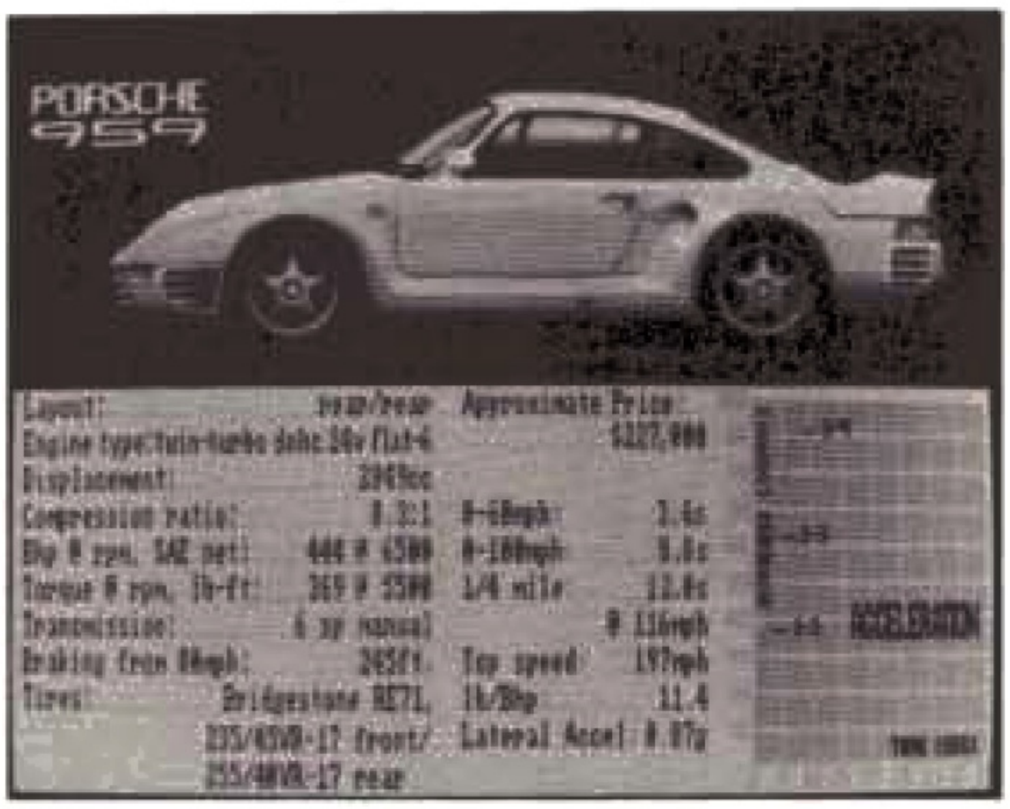
The Setup screen: *On this screen, use your joystick or keypad to move the highlight box from option to option. When you want to set an option, press the joystick* ***fire button*** *or* ***Return****.*

HOW TO SET UP A RACE (Continued)

Your choices include (and it's good to choose them in this order):

1 Your Car

- A picture of the current selection is displayed in the box (in the picture here, the Porsche 959). To choose other cars, press the **fire button** or **Return**.
- After the screen dissolves to the Car Selection screen (like the one pictured here), use your joystick or Up and Down arrow keys to scroll through the available cars. When your favorite appears, press the **fire button** or **Return** and the screen dissolves back to the Setup screen.



The Porsche 959: *Is it truly the production zenith of modern automotive engineering? Get it up to 190 mph on a straight stretch of road. Then try to figure out if that's a shimmy you feel — or just the racing of your insane, babbling heart. (Hint: Porsches don't shimmy. Ever.)*

2 The Other Car

- This displays your competition if you elect to race the computer. Highlight, press the **fire button** or **Return** and the screen dissolves to the Car Selection screen. Choose the computer's weapon and press the **fire button** or **Return** to return to Setup.

The Ferrari F40: *Anything that can put a quarter-mile behind you in 11.8 seconds should be classified top secret, but here's the specs. Everything except what the pit of your stomach feels like, cornering at 160 KPH. (Hint: It has been described as "the Ferrari shriek.")*

Need Another Unit?

Two cars come with The Duel from the factory; but if you want more, you can have more. A Car Disk called The Supercars™ is available, and features five additional road rockets from Lotus, Ferrari, Porsche, Lamborghini and Chevrolet. If you want more poop, see your software retailer or call 800-245-7744.

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3 Scenery

- You don't need this option unless you have an additional Scenery disk (see box below). If you don't, skip to step 5 in this section.
- If you do have one, press the **fire button** or **Return**. The screen dissolves to the Scenery Selection screen, which features the Mastery Scenery Disk (pictures of the three original roadscapes you face in *The Duel*.) If you've already installed the scenery disk (see *Install*, page 10), move the joystick up or down (or press the Up and Down arrows) to examine other roadscapes. When you see the scenery you want, press the **fire button** or **Return**. The screen dissolves back to the Setup screen.

Need a Change of Scenery?

The Duel comes with three different roadscapes, but another Scenery Disk — *California Challenge™* with seven additional roads — is available. To find out more, visit your favorite software store or call 800-245-7744.

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4 Install (see page 10)

- You don't need this option unless you have an optional Car or Scenery Disk. If you don't have them, skip to #5. If you do, please turn to page 10, *HOW TO USE THE INSTALL OPTION*.

5 Do you want to race against the clock?

- Highlight the stopwatch, press the **fire button** or **Return** and you're off to the Skill Selection screen.

6 Or battle the relentless, icy cool driving hand of the computer?

- Highlight the computer, press the **fire button** or **Return** and you go to the Skill screen.

CHOOSE YOUR SKILL LEVEL

The Skill screen: *After choosing your car and competition, it's time to honestly assess your talent. From wimp to stud.*

There are 12 levels of difficulty. Here's a quick breakdown of the range for the different variables:

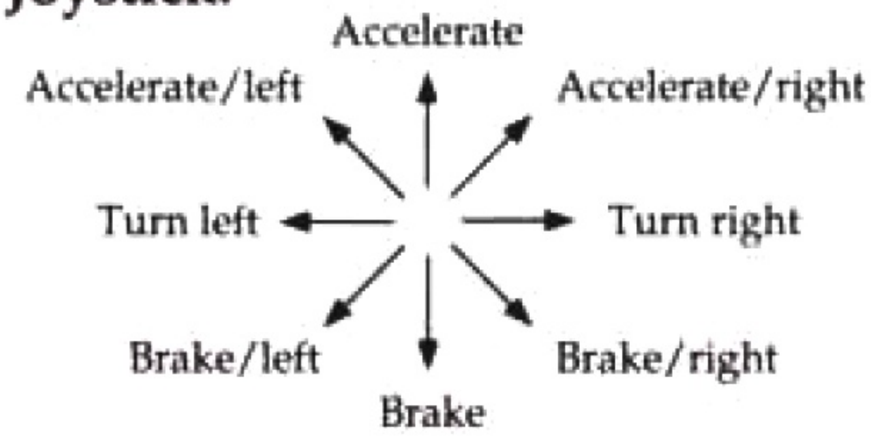
Skill level	1 2 3 4 5 6 7 8 9 10 11 12	
Auto shift	x x x x	
Opponent speed	90 MPH ———	Top Speed of Selected Car
Cop speed	120 MPH ———	200 MPH
Traffic density	50% ———	100%
Traffic speed	30 MPH ———	60 MPH
Scoring	33% ———	100%

- Move your joystick left or right to choose a level, then press the **fire button** or **Return**.

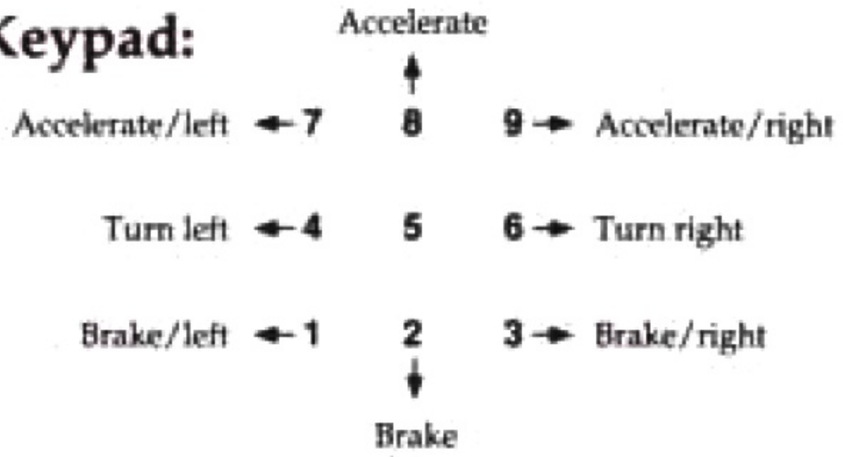
HOW TO DRIVE YOUR CAR

You can use either the joystick or numeric keypad to play *The Duel: Test Drive II*. Here's how they work:

Joystick:



Keypad:



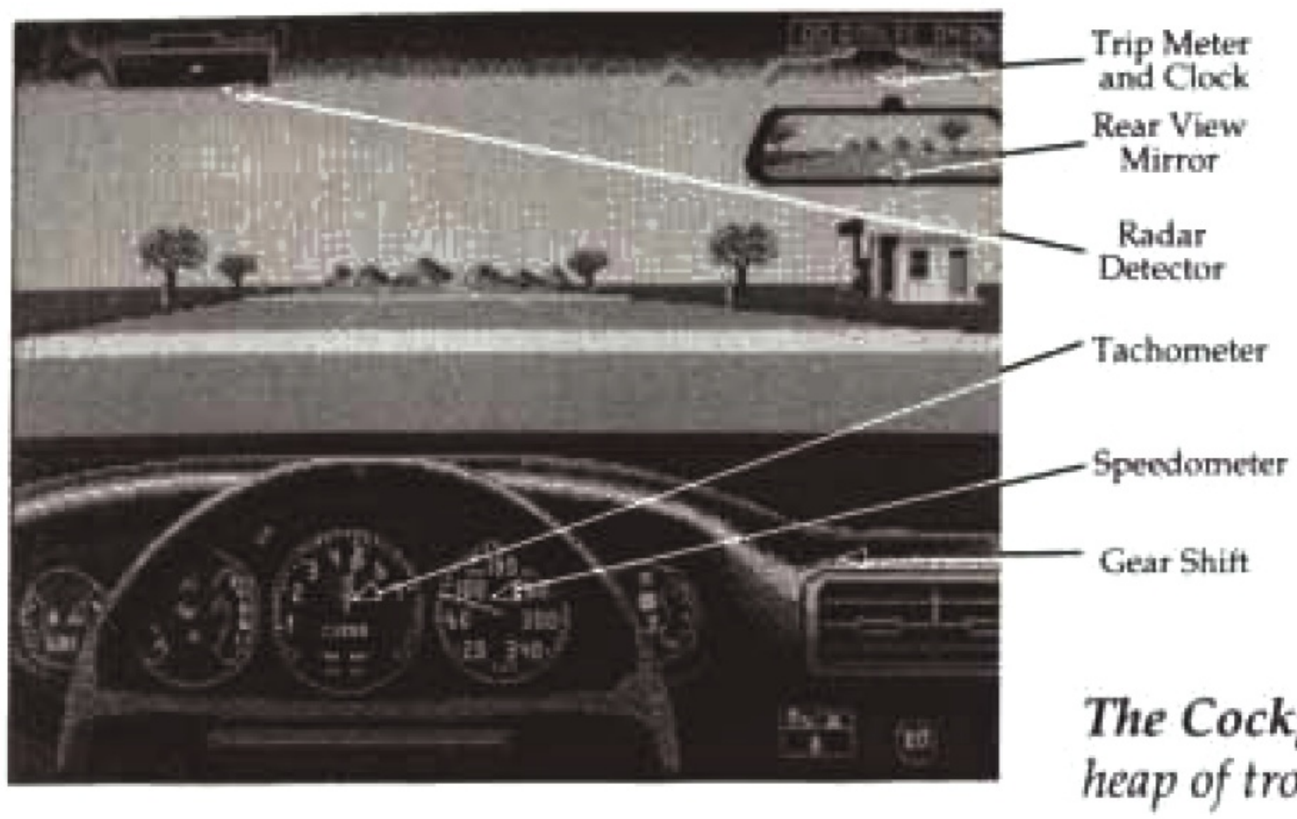
A = Upshift **Z** = Downshift

To manually shift your car with these controls, accelerate or decelerate until you're ready to change gears, then simultaneously press the **fire button** or **Return** (or **A** or **Z** if you're using the keyboard).

ADDITIONAL CONTROLS

D	Makes the Gear Shift appear and disappear on screen
J	Switches the game to joystick control
K	Switches the game to numeric keypad control
P	Pauses the action — press any key to continue
M	Toggles music off and on
S	Toggles game sounds off and on
Esc	Takes you to the original Setup screen
− +	Turns the police sirens on and off
SAVE	There is no way to save a race.

THE COCKPIT



The Cockpit: *everything you need to get into a heap of trouble.*

Tachometer
Large gauge in center of dashboard. Registers in thousands of revolutions per minute (RPMs), the rotational speed of your drive shaft. The bigger the number, the harder your engine is working. If you work it too hard, or "red line" — that is, push the tach needle into the red area — you'll blow all your precious horse-power right out the tailpipe. (Watch for smoke in the rear view mirror.)

Steering Wheel
Use the joystick or keypad keys to move the wheel left or right. The dot on the top moves to show you how far off of straight ahead you are.

Radar Detector
Located on sun visor in upper left of windshield. A blinking light means it's on. If the light flashes and beeps, slow to the speed limit, because lurking nearby is your worst nightmare: A state trooper with (1) an attitude and (2) a shortfall on his weekly ticket quota.

Of course, you could try to outrun the toast. But you better be good.

Police
A cop will chase you until you either outrun him or he passes you. In the latter case, you must stop and get a ticket. (Getting a ticket is not a good thing. Not only do your insurance rates go up, but the clock is still running and you lose valuable time.) If you crash into a cop, the game is over. That's justice.

At times you'll be coming around a bend and a cop will be standing beside the road (car parked), motioning you to pull over. You have three options: 1) pull over and get a ticket 2) speed by 3) run him over. If you choose #2 and he catches you, you get a ticket. Choose #3 and the game is over.

Speedometer
Near the middle of the dashboard. You can't miss it. For the European-made cars, it's measured in KPH (kilometers per hour). Here's a chart to help you convert KPH into MPH (miles per hour). For the record, one KPH is equal to about .62 MPH.

KPH=MPH	KPH=MPH
375=232.5	225=139.5
350=217	200=124
325=201.5	175=108.5
300=186	150=93
275=170.5	125=77.5
250=155	

Gear Shift
To make it appear and disappear from the screen, press **D**. If the display is off, the gear shift appears only briefly when you shift.

Rear View Mirror
Monitor it well. Especially at higher levels, watch out for your zealous highway idiot of an opponent. A keen eye to the glass will help you keep on top of ol' Smokey too.

Dots at the Top of the Screen
These are moving dots (three are possible if you're challenging, two if you're racing solo against the clock). They move across the top of the screen during each leg of a race, starting at the left side at the beginning and ending at the white mark above the radar screen which represents the gas station (the finish line of that leg). The dots represent the cars in the race — yours, the computer's and the cop's. You are the first dot at the start (blue), followed by the computer (red) and the gendarme (he only appears when he's in pursuit, in white). The dots let you see quickly how much race is left, and how you're doing relative to the competition.

TAKE A TRIP

Lives. You start with five, which is less than a cat gets, but still pretty generous. You lose a life every time you crash or get a penalty. But you gain one each time you refuel.

Penalties. You lose a life and get 20-second penalties (added to your time) if you crash, blow an engine, or run out of gas.

Gas. Elixir of the road gods. When you see a sign like the one in Diagram 19.5, start thinking about filling up. When the two white lines pop up beside the gas station (like the ones in Diagram 42.76), stand on the brake and pull onto your side of the road. If you don't stop between the lines, you can't refuel. That's not good — and you'll find out why in a few miles.

Diagram 19.5: *Your car may begin to pant when it spots the universal symbol for petrol.*

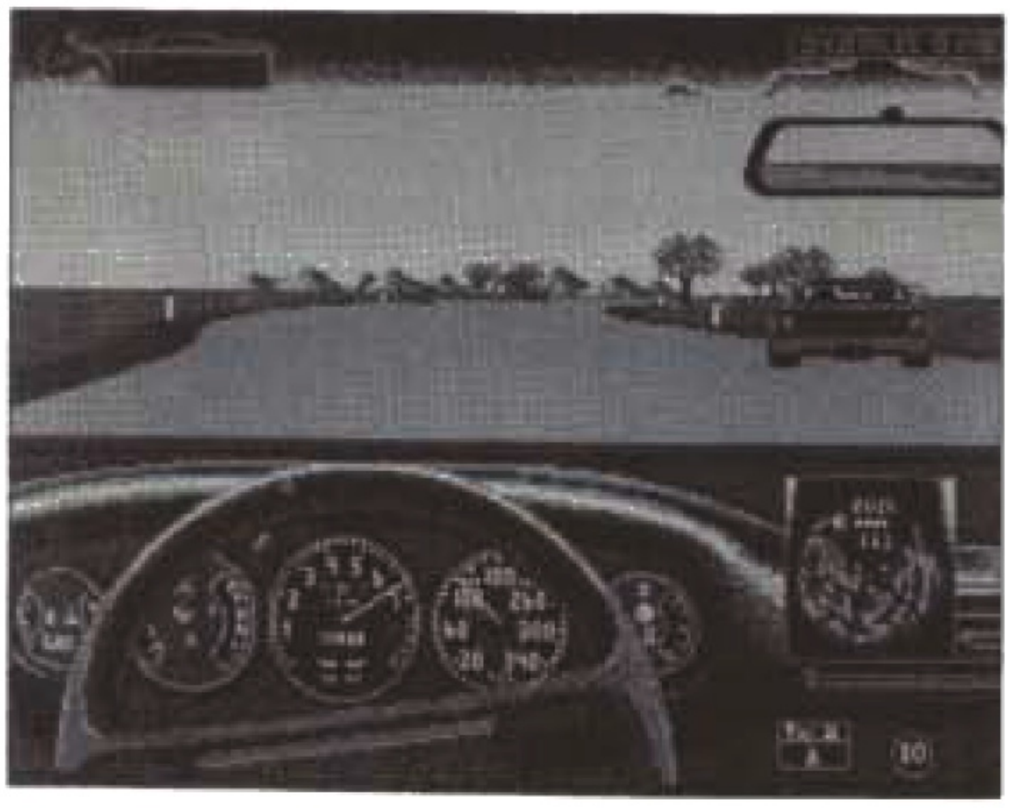


Diagram 42.76: *A guy named Vern owns this station which he calls "Eat Here and Get Gas."*

Go. Rev the engine, fool. You are now in gear. If you're on a manual shift level, pop it into gear and go.

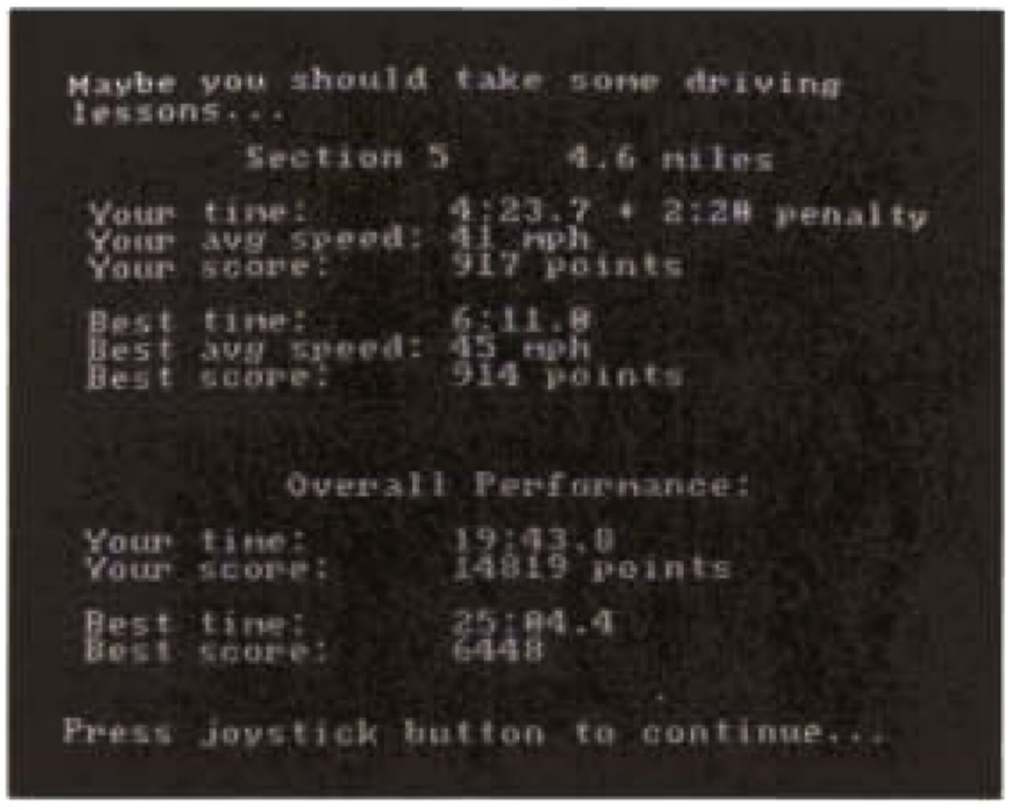
Shift. To shift up, hold the joystick up and press the **fire button** (or hold down X and press **A**). To shift down, hold the joystick down and press the **fire button** (or hold down X and press **Z**).

Road Hazards. Rocks, signs, potholes, and other such annoyances will not only slow you down, but damage your steering ability, suspension, engine and other integral parts. If you hit too many, your car won't run. That means a 20-second penalty and loss of a life.

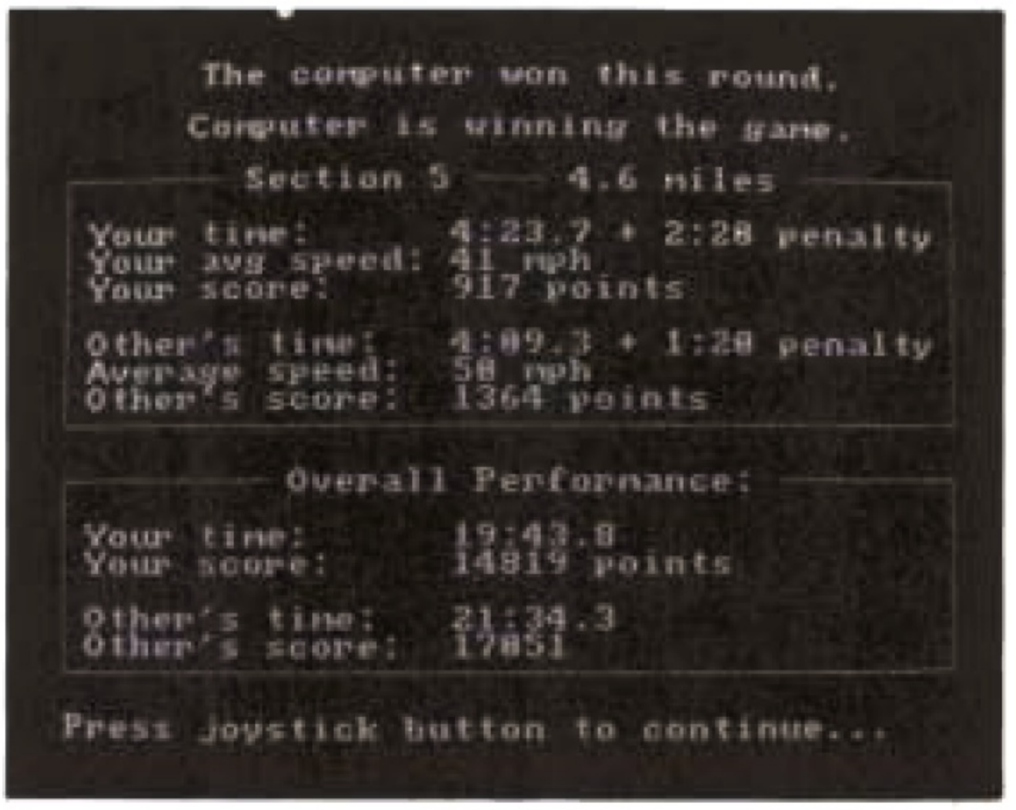
Resurrections. After each crash or penalty, press the **fire button** or **Return** to continue the duel. If you run out of lives ... well, cheer up, even Rome fell. Don't quit. Ignore the callous insults flung at you by the computer and take another shot.

SCORE SCREENS

One or two score screens that resemble **Z1** and **Z2** will appear after each leg of the race is finished. When you race against the computer, the winner is determined by the highest point total. (If your time is only slightly better than the computer's, his speed and points may be greater than yours. The is because he started behind you and had a slightly greater distance to travel.)



Z1



Z2

*The stopwatch never lies: When you race alone, a screen like **Z1** appears to reward or scold. Three stats— **Best Time, Ave. Speed, and Total Points** — are the best ever recorded on your disk. They are kept independently and may not come from the same run. When you race against the computer, the screens appear sequentially — **Z2** first.*

TOP GUN SCREEN

After your race, and if you have one of the seven highest scores on your disk, a screen appears which asks you to type in your name. Then press the **fire button** or **Return** and you'll see your name in print. Congrats. (There are separate Top Gun screens, by the way, for every Scenery Disk.)

HOW TO USE THE INSTALL OPTION

This section is necessary only if you have additional Car or Scenery Disks. It explains how to use add-on disks, and how to take different cars and scenery from the original game *and* the Car and Scenery Disks — and put them onto a new disk called a Play Disk.

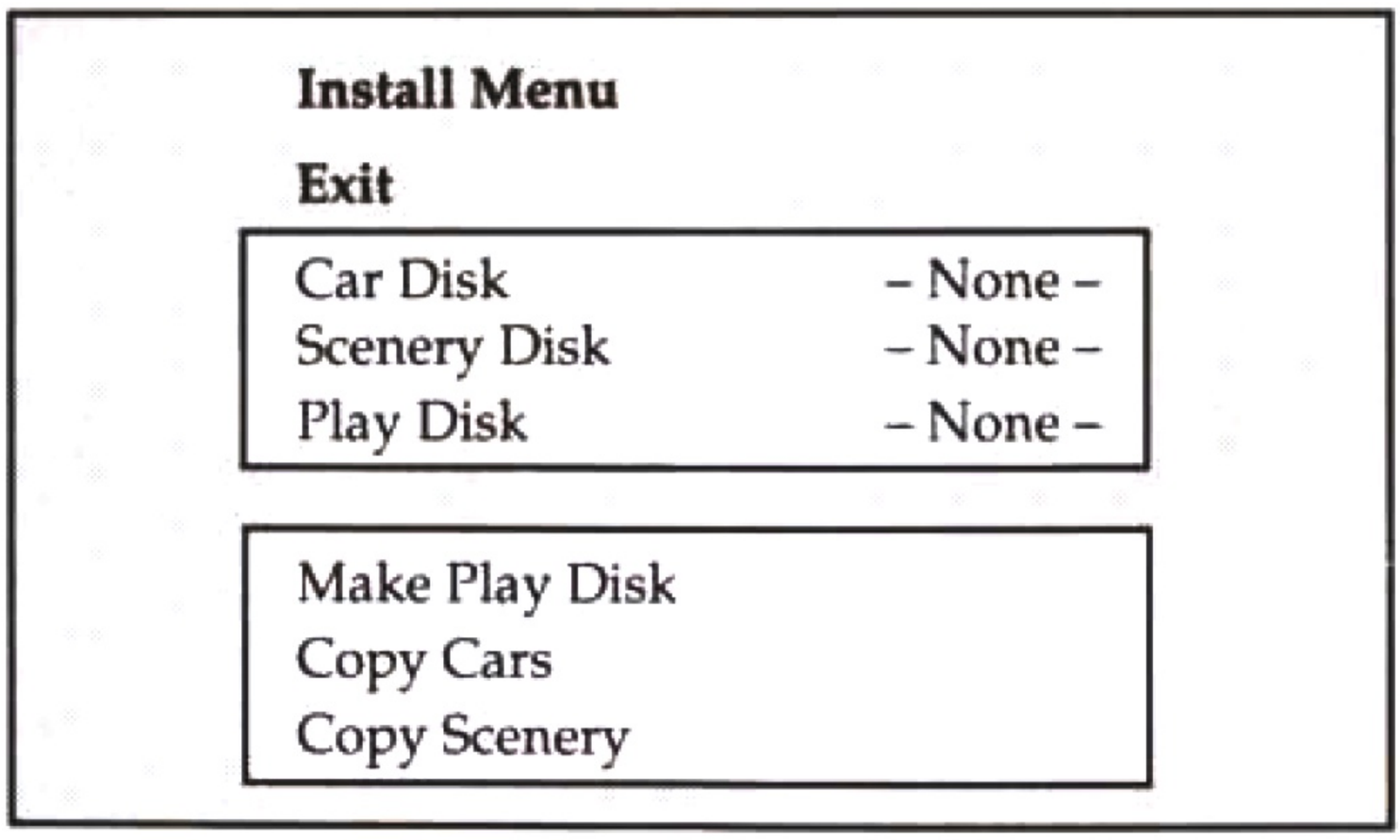
On a Play Disk, you can put any combination of cars and scenery you'd like, to create your own unique races. How about a Porsche RUF (top speed 211 mph) head-to-head against the new Corvette ZR1, rocketing past redwood groves near the Oregon border?

To Use a Car Disk

To use a Car Disk with your original Test Drive II Program Disk, follow each step of the following instructions exactly. (To load a Car Disk onto your hard drive, see pages 16 – 19.) Start The Duel as you would normally, then:

1 Using your joystick or keypad, highlight **INSTALL** on the Setup screen and press **Return**. (For all steps, you can also press the **fire button**, but for brevity we omit that direction.)

2 When the Install Menu appears (diagram below), highlight **Car Disk** and press **Return**. Notice that the word – **None** – disappears.



3 Type **/supercars** (the name of the car disk) and press **Return**.

4 Highlight **Exit**, press **Return**, and you'll be prompted to insert a Car Disk. Follow all on-screen instructions.

5 When you return to the Setup screen, highlight **YOUR CAR** and press **Return**.

- When the Car Selection screen appears, use your joystick or keypad to scroll through the available cars. These include the F40, the 959, and any car on the Car Disk. When the car you want to drive appears, press **Return** and follow all on-screen directions.
- The screen will dissolve back to the Setup screen and your choice will now be pictured in the Your Car box.

6 Highlight **OTHER CAR** and press **Return**. Again, the Car Selection screen appears.

- Use your joystick or keypad to scroll through the available cars. When the car you want to drive against appears, press **Return** and follow all on-screen directions.
- When the screen dissolves back to the Setup screen, your choice will be pictured in the Other Car box, and you can now begin the race.

To Use a Scenery Disk

To Use a Scenery Disk with your original Test Drive II Program Disk, follow each step of the following instructions exactly. (To load a Scenery Disk onto your hard drive, see pages 16 – 19.) Start The Duel as you would normally, then:

1 Using your joystick or keypad, highlight **INSTALL** on the Setup screen and press **Return**.

2 When the Install Menu appears (diagram, page 10), highlight **Scenery Disk** and press **Return**. Notice that the word – **None** – disappears.

3 Type **/califchal** (the prefix of the Scenery Disk) and press **Return**.

4 Highlight **Exit**, press **Return**, and follow all on-screen directions for inserting disks.

5 When you return to the Setup screen, highlight **SCENERY** and press **Return**.

- When the Scenery Selection screen appears, use your joystick or keypad to scroll through the available landscapes. These include the set on the Master Disk and the set on the Scenery Disk. (Note: the scenery on a disk must be chosen as a complete set; you can't extract different landscapes.) When the scenery you want appears, press **Return** and follow all on-screen directions.
- The screen will dissolve back to the Setup screen and your scenery choice will now be pictured in the Scenery box. You're off to the races.

You're Not Crazy

If you think this game is asking you to swap disks an awful lot, you're not crazy. It is. But you can resolve the merry-go-round by creating a Play Disk.

To Create A Play Disk

A Play Disk is a separate disk onto which you copy some of the original game, as well as different combinations of cars and scenery. With the IIGS you can copy up to two cars and one scenery onto a single Play Disk (exact amounts will vary depending on how large the scenery is), and create as many Play Disks as you'd like. Then you can create custom races, and dispense with frequent disk swaps. To create a Play Disk, follow each of these steps exactly. (To make your hard drive a Play Disk, see pages 16 – 19.)

1 Format a blank disk. If you need more details, refer to the operating system instructions which came with your computer. Write the name (i.e. **/duel**) you give your disk on the disk label.

2 After you start The Duel as you would normally, use your joystick or keypad to highlight **INSTALL** on the Setup screen and press **Return**.

3 When the Install Menu appears (diagram, page 10), highlight **Play Disk** and press **Return**. Notice that the word – **None** – disappears.

4 Type the name you gave to your formatted disk in step one (i.e. **/Name**) and press **Return**, then follow all screen prompts.

- If you want your hard drive to be your Play Disk, see the next section, pages 16 – 19.

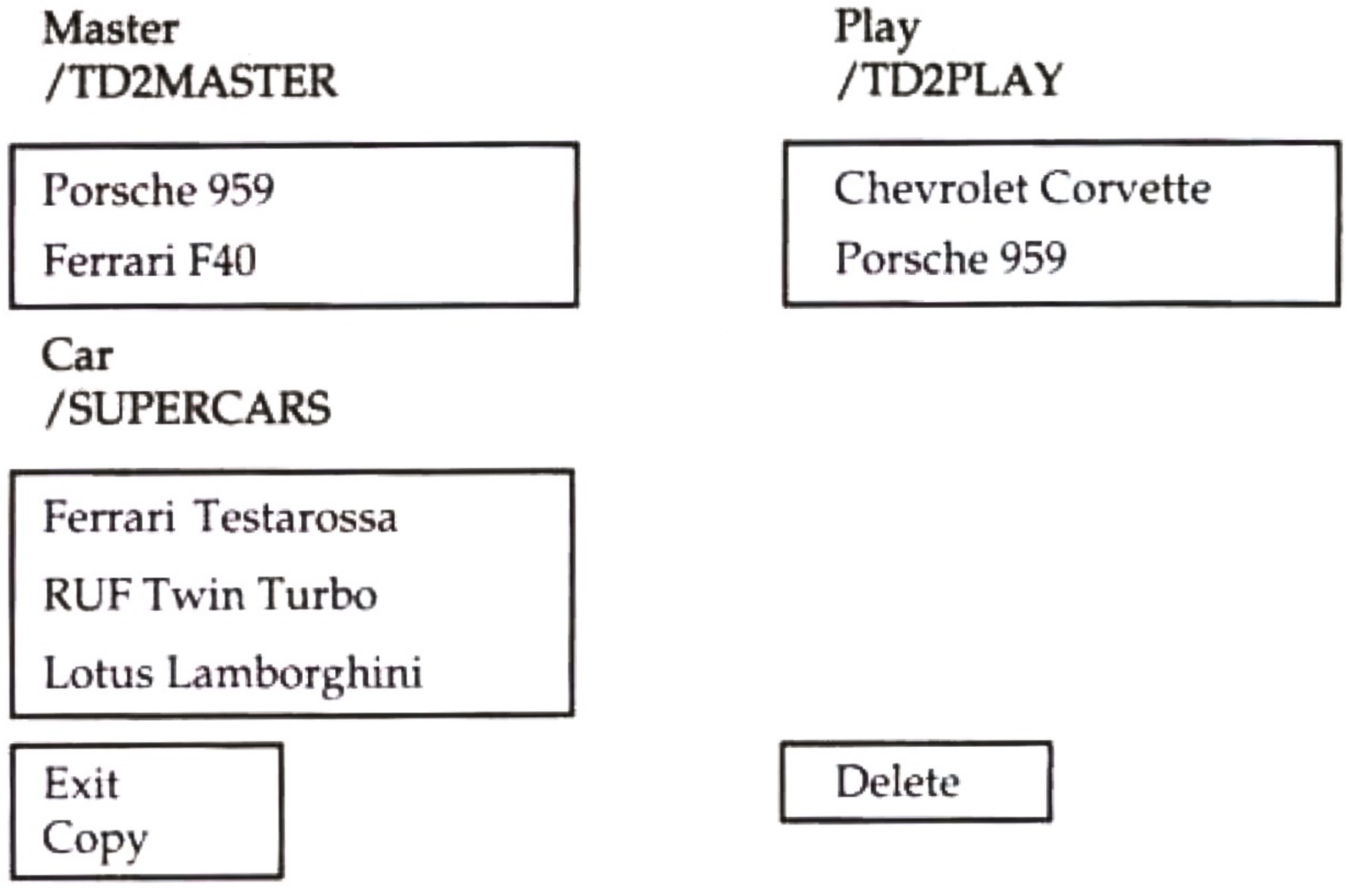
5 Highlight **Make Play Disk** and press **Return**. Follow all on-screen instructions. Files will now copy from the Master to the Play Disk.

6 Now you're ready to put cars onto your Play Disk. You must put at least one car onto a disk in order for it to work properly.

- If you want to copy cars from the Master Disk to your Play Disk, make sure that the word – **None** – appears beside the **Car Disk** option on the Install Menu.
- If you want to copy cars from a Car Disk to your Play Disk, make sure that the name of the Car Disk (i.e. **/supercars**) appears beside the **Car Disk** option.

7 Highlight **Copy Cars** and press **Return**. After you follow the on-screen instructions, a screen appears which looks something like the diagram on the next page.

Copy Cars



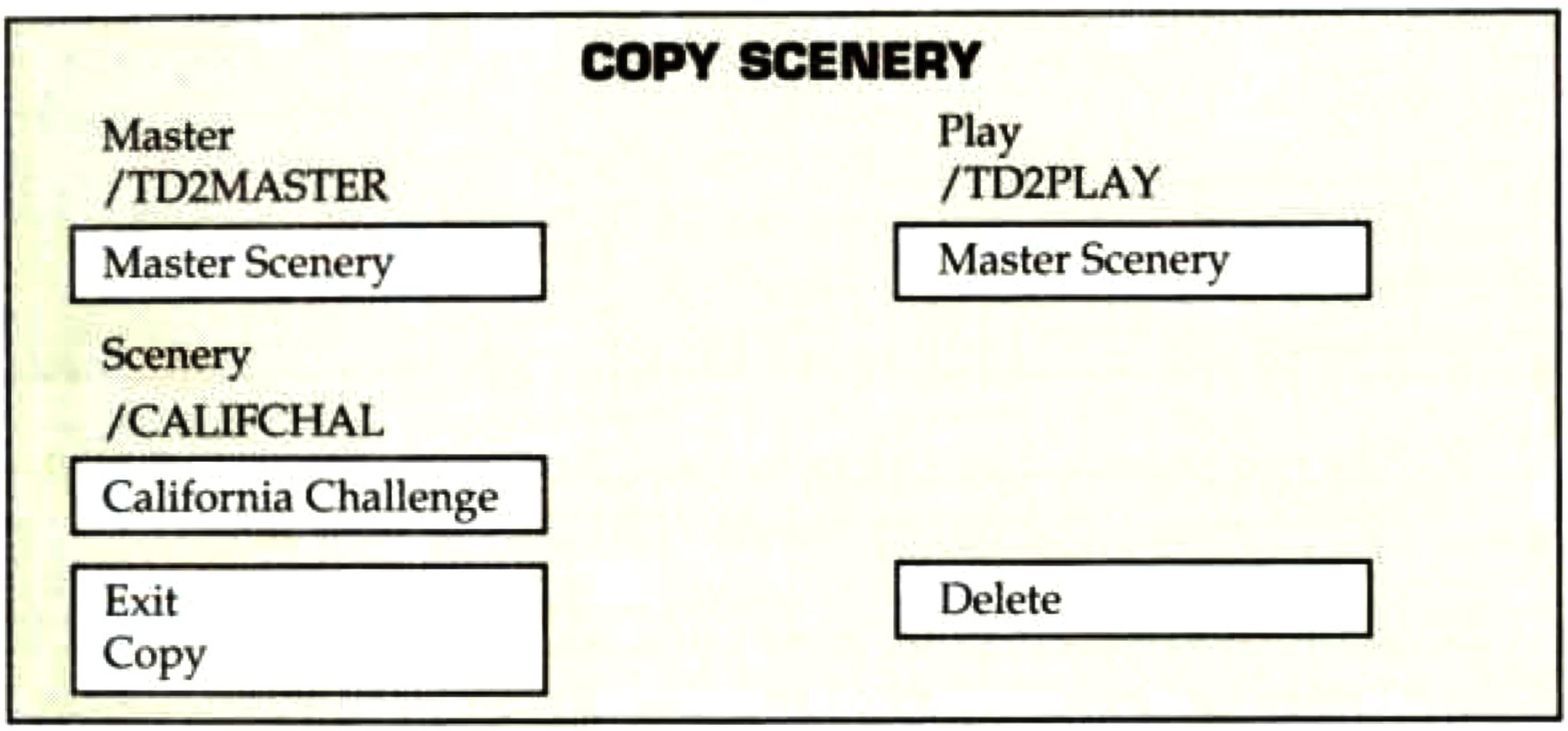
- Use your joystick or keypad to highlight the name of a car from the left-hand column that you want to copy onto your Play Disk. Then press **Return**.
- An * will appear before the name to indicate that it's selected. Press **Return** again to undo the selection.
- You can select from one to all the cars simultaneously in this way.
- Highlight **Copy**, press **Return**, and follow all on-screen prompts. The car or cars you selected will now be copied onto your Play Disk and appear in the right-hand column.
- If you want to delete a car from your Play Disk (you can't delete cars from the left-hand column), highlight the name of the car or cars and press **Return**. An * will mark the selections. Highlight **Delete**, press **Return**, follow all on-screen prompts and the car (or cars) will disappear.
- When you're finished copying and deleting cars, be sure to change the name beside **Car Disk** to **– None –** by highlighting **Car Disk** then pressing **Return** twice.
- Highlight **Exit**, press **Return**, and you're returned to the Install Menu.

To Create A Play Disk (Continued)

8 Now you're ready to put scenery onto your Play Disk. You must put <u>at least one</u> scenery onto a disk in order for it to work properly.

- If you want to copy scenery from the Master Disk to your Play Disk, make sure that the word – **None** – appears beside the **Car Disk** option on the Install Menu.
- If you want to copy scenery from a Scenery Disk to your Play Disk, make sure that the name of the Scenery Disk (i.e. **/califchal**) appears beside the Scenery Disk option.

9 Highlight **Copy Scenery** and press **Return**. After you follow the on-screen instructions, a screen appears which looks something like this:



- Use your joystick or keypad to highlight the name of a scenery from the left-hand column that you want to copy onto your Play Disk. Then press **Return.**
- An * will appear before the name to indicate that it's selected. Press **Return** again to undo the selection.
- Highlight **Copy**, press **Return**, and follow all on-screen prompts. The scenery you selected will now be copied onto your Play Disk and appear in the right-hand column.
- To delete scenery from your Play Disk as shown in the right-hand column (you can't delete scenery from the left-hand column), highlight the scenery name and press **Return**. An * will mark the selection. Highlight **Delete**, press **Return**, follow all on-screen prompts — and the scenery will disappear.

- Highlight **Exit**, press **Return**, and you're returned to the Install Menu.
- Change the name beside **Scenery Disk** to – **None** – by highlighting **Scenery Disk**, then pressing **Return** twice.
- If you want to use your Play Disk, keep the name of your Play Disk beside **Play Disk**.
- If you want to use the Test Drive II Master Disk, highlight **Play Disk** and press **Return** twice. The name will change to – **None** –.
- Important note for owner of 512K machines: After you make a Play Disk, you must turn off your computer and start it up from scratch. That's the only way your new Play Disk will work.

10 Highlight **Exit** on the Install Menu, press **Return**, and you're returned to the Setup screen, ready to set up your race.

To Use A Play Disk

1 If you leave the name of your Play Disk (as opposed to – **None** –) beside the **Play Disk** option on the Install Menu, and turn off the computer, here's how to access it again:

- Insert the Master Disk into the drive and turn on your computer and monitor.
- When prompted, remove the Master Disk, insert the Play Disk, press any key and you're ready to go.

2 If you change the name beside the **Play Disk** option to – **None** –, here's what you do:

- Insert the Master Disk into the drive and turn on your computer and monitor.
- When you reach the Setup screen, highlight **Install** and press **Return**.
- On the Install Menu, highlight **Play Disk** and press **Return.** Type the full name of your Play Disk (including slashes).
- Highlight **Exit**, follow all screen prompts, and you'll make it back to the Setup screen, ready to go.

HOW TO MAKE A PLAY DISK ON YOUR HARD DRIVE

1 Turn on your hard drive, then your computer.

2 If it's not already on your hard drive, load PRODOS, and when the desktop appears create a new folder on your hard drive (i.e. **Duel**). If you're not sure how to create a new folder, check your computer manual for details.

3 Insert The Duel Program or Master Disk into your floppy drive.

- Click open The Duel's disk icon when it appears on your desktop.
- Find the file named **ProDos** in the folder, then double-click on it to open it.

4 When the Setup screen appears, use the joystick or keypad to move the highlighter to the **Install** option and press **Return**.

5 When the Install Menu appears, use the joystick or keypad to highlight **Play Disk** and press **Return**. Notice that the word **- None -** disappears.

- Now type the full name (including (/) slash) of your hard drive with the full name (including (/) slash) of the folder you created in step 2 (i.e. **/HD20/DUEL**) and press **Return**.
- When prompted to insert Play Disk in any drive, just press any key. There's no need to insert a disk.

6 Highlight **Make Play Disk**, press **Return**, and a Play Disk will be created in the DUEL folder of your hard drive. Again, if you're prompted to insert a Play Disk, just press any key without inserting a disk. You're now ready to copy cars and scenery from the Master Disk to your hard drive Play Disk.

7 Highlight **Copy Cars**, press **Return** and the Copy Cars screen will appear. (Diagram, page 13.)

- Use your joystick or keypad to highlight the name of a car from the left-hand column that you want to copy onto your Play Disk. Then press **Return**.
- An * will appear before the name to indicate that it's selected. Press **Return** again to undo the selection.
- You can select all the cars on a disk at once in this way.
- Highlight **Copy**, press **Return**, and follow all on-screen prompts. The car or cars you selected will now be copied onto your Play Disk and appear in the right-hand column.

- If you want to delete a car from your Play Disk (you can't delete cars from the left-hand column), highlight the name of the car or cars and press **Return**. An * will mark the selections. Highlight **Delete**, press **Return**, follow all on-screen prompts and the car (or cars) will disappear.
- Highlight **Exit**, press **Return**, and you're returned to the Install Menu.

8 Now you're ready to put the Master Scenery onto your hard drive Play Disk.

9 Highlight **Copy Scenery**, press **Return** and the Copy Scenery screen will appear. (Diagram, page 14.)

- Use your joystick or keypad to highlight the name of the scenery from the left-hand column that you want to copy onto your Play Disk. Then press **Return.**
- An * will appear before the name to indicate that it's selected. Press **Return** again to undo the selection.
- Highlight **Copy**, press **Return**, and follow all on-screen prompts. The Master Scenery will now be copied onto your Play Disk and appear in the right-hand column.
- To delete scenery from your Play Disk as shown in the right-hand column (you can't delete scenery from the left-hand column), highlight the scenery name and press **Return**. An * will mark the selection. Highlight **Delete**, press **Return**, follow all on-screen prompts — and the scenery will disappear.
- Highlight **Exit**, press **Return**, and you're returned to the Install Menu

10 Highlight **Exit** on the Install Menu, press **Return**, and you're returned to the Setup screen.

To Use A Play Disk On Your Hard Drive

1 Insert the Test Drive II Master Disk into the floppy drive.

- You must keep the Master Disk in the floppy drive all the time in order for the Play Disk to work.

2 Turn on your hard drive, then your computer. Depending on the settings on your computer:

- The game will load automatically and you'll be taken to the Setup screen.

- The Duel's disk icon will appear on the desktop. Double-click on it to open it, find the file named **ProDos** in the folder and double-click on it to open it. You'll be taken to the Setup screen.

3 From the Setup screen, highlight **Install** and press **Return**.

4 Highlight **Play Disk**, press **Return**, and type in the full name (including slashes) of your hard drive Play Disk (i.e. **/HD20/DUEL**).

5 Highlight **Exit** and press **Return**. If you receive any prompts to insert a Play Disk, just press any key without inserting any disk.

6 On the Setup screen, make your selections.

HOW TO LOAD CARS AND SCENERY FROM ADD-ON DISKS TO YOUR HARD DRIVE'S PLAY DISK

Loading Cars From A Car Disk

1 Load The Duel as you would normally, then when you get to the Setup Screen, highlight **INSTALL** and press **Return**.

2 On the Install Menu, highlight **Play Disk** and press **Return**. Notice that the word – **None** – disappears.

3 Type the full name of your hard drive Play Disk (i.e. **/HD20/DUEL**).

2 Highlight **Car Disk** and press **Return**. Notice that the word – **None** – disappears.

3 Type the name of the Car Disk (i.e. **/supercars**).

4 Highlight **Copy Cars** and press **Return**. After you follow the on-screen instructions, the Copy Cars screen will appear.

- Use your joystick or keypad to highlight the name of a car from the left-hand column that you want to copy onto your Play Disk. Then press **Return**.
- An * will appear before the name to indicate that it's selected. Press **Return** again to undo the selection.
- You can simultaneously select as many cars as you want in this way.
- Highlight **Copy**, press **Return**, and follow all on-screen prompts. The car or cars you selected will now be copied onto your hard drive Play Disk and appear in the right-hand column.

- If you want to delete a car from your Play Disk (you can't delete cars from the left-hand column), highlight the name of the car or cars and press **Return**. An * will mark the selections. Highlight **Delete**, press **Return**, follow all on-screen prompts and the car (or cars) will disappear.
- When you're finished copying and deleting cars, be sure to change the name beside **Car Disk** back to – **None** – by highlighting **Car Disk** then pressing **Return** twice.

Loading Scenery From A Scenery Disk

1 Load The Duel as you would normally, then when you get to the Setup Screen, highlight **INSTALL** and press **Return**.

2 On the Install Menu, highlight **Play Disk** and press **Return**. Notice that the word – **None** – disappears.

3 Type the full name of your hard drive Play Disk (i.e. **/HD20/DUEL**).

2 Highlight **Scenery Disk** and press **Return**. Notice that the word – **None** – disappears.

3 Type the name of the Car Disk (i.e. **/califchal**).

4 Highlight **Copy Scenery** and press **Return**. After you follow the on-screen instructions, the Copy Scenery screen will appear.

- Use your joystick or keypad to highlight the name of the scenery from the left-hand column that you want to copy onto your Play Disk. Then press **Return**.
- An * will appear before the name to indicate that it's selected. Press **Return** again to undo the selection.
- Highlight **Copy**, press **Return**, and follow all on-screen prompts. The scenery you selected will now be copied onto your hard drive Play Disk and appear in the right-hand column.
- If you want to delete a car from your Play Disk (you can't delete cars from the left-hand column), highlight the name of the scenery and press **Return**. An * will mark the selections. Highlight **Delete**, press **Return**, follow all on-screen prompts and the car (or cars) will disappear.
- When you're finished copying and deleting cars, be sure to change the name beside **Scenery Disk** back to – **None** – by highlighting **Scenery Disk** then pressing **Return** twice.
- Highlight **Exit**, press **Return**, and you're returned to the Install Menu. Highlight **Exit** again, and press **Return** to return to the initial Setup screen. Now when you choose **Your Car**, the **Other Car** and **Scenery**, you'll find many more options to choose from.

TROUBLE-SHOOTING TIPS

1 If you have a 512K machine, you must turn your computer off and reboot it after making a Play Disk. This is because the process of making a Play Disk can fragment the memory. By performing a cold boot, the memory falls back into place.

2 Don't write-protect your Play Disks! If you write protect your disks (perhaps so that you won't make a serious mistake when swapping disks), the game won't work properly. So don't. Allan, the designer, built safe-guards into the product. The game will make sure that you are writing on the correct disk.

3 What if you're trying to put cars and scenery from additional Car and Scenery Disks onto a Play Disk, but it only seems to extract cars and scenery from the Master Disk?

- Before you make a Play Disk, make sure that the options **Car Disk** or **Scenery Disk** on the Install Menu have the name of a Car or Scenery Disk beside them, and not the word – **None** –. See pages 12 – 15 for details.

4 You have created an entire library of Play Disks, or you've bought every Car and Scenery Disk that Accolade has ever made or ever will make. How can you switch from disk to disk without turning off your computer?

- Go the the Install Menu. Take your current Play Disk (or Car or Scenery Disk) out of its drive and put the new one in. Highlight **Play Disk** (or **Car Disk** or **Scenery Disk**), press **Return**, and type in the full name (including slashes) of the disk you want to use (i.e. **/califchal** for a Scenery Disk or **/duel** for a Play Disk).

5 Several times you've booted up the game — or tried to change disks within the game — and a message popped up asking you to insert a Play, Car or Scenery Disk. If you don't want to do this, or you don't even have such a disk, or you think you might have specified the wrong drive location, do this:

- Press **Esc** and follow the on-screen instructions. That should get you back into the race.

The Duel

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